

Fig. 1
Prior Art

The diagram illustrates a system architecture for virtual machines. At the top, a **VIRTUAL MACHINE BROKER** (22) is shown. Below it, two **VIRTUAL MACHINE** blocks (24) are depicted, labeled **VIRTUAL MACHINE (1)** and **VIRTUAL MACHINE (N)**. Each virtual machine block contains a stack of components: **BYTECODE EXECUTION** (26), **RUNTIME INTERFACES (WORKSPACES)** (42), **TEMPORARY OBJECT MEMORY** (40), **TEMPORARY OBJECT MANAGER** (30), and **TEMPORARY GARBAGE COLLECTOR** (43). Below these components is a **PERSISTENT OBJECT MANAGER** (28). A **SHARED OBJECT CACHE** (34) is positioned below the virtual machines, and a **PERSISTENT OBJECT STORE** (32) is at the bottom. At the very bottom, three separate blocks are shown: **GARBAGE COLLECTOR** (44), **TRANSACTION MONITOR** (36), and **TRANSACTION LOGS** (38).

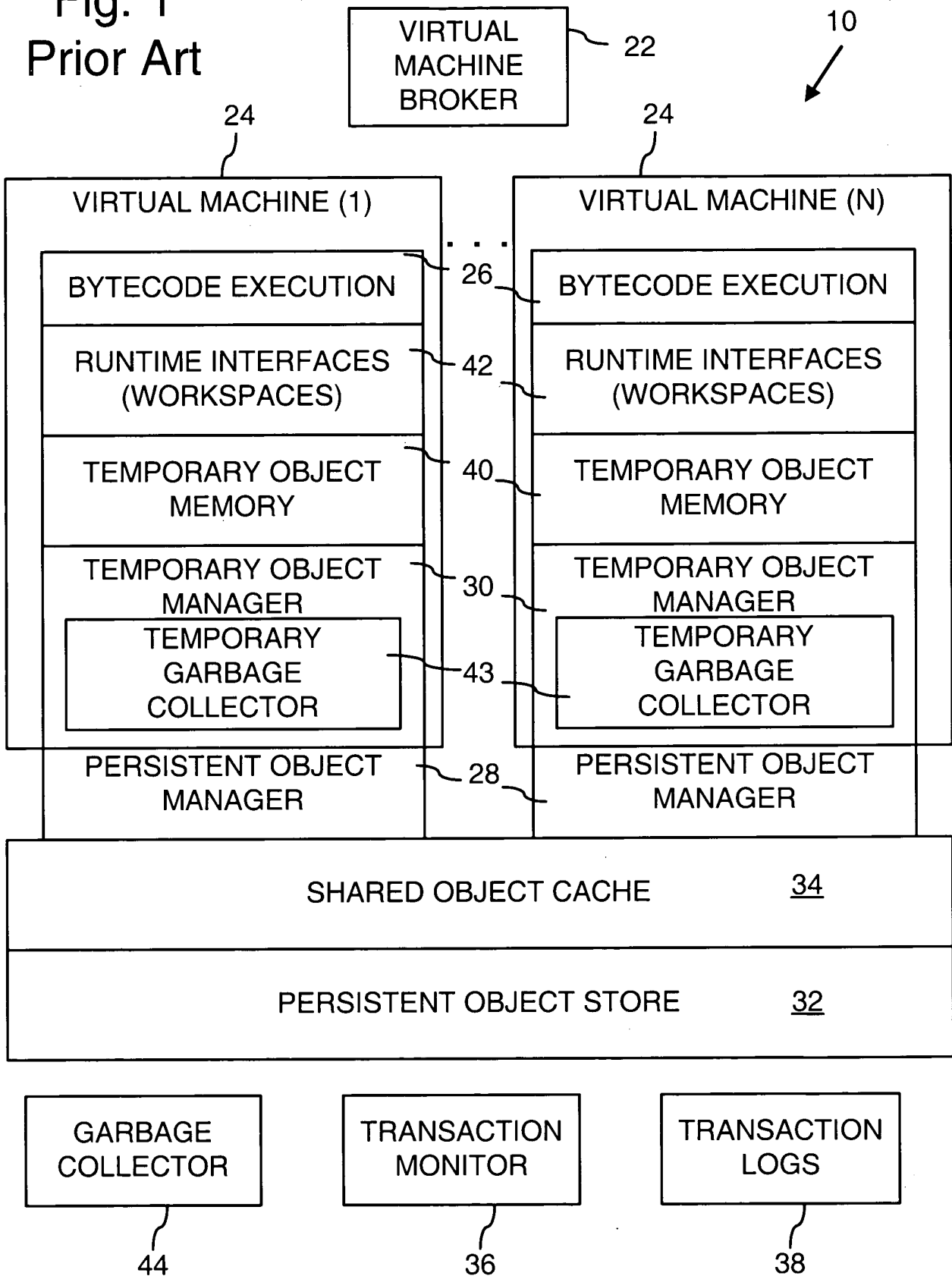


Fig. 2

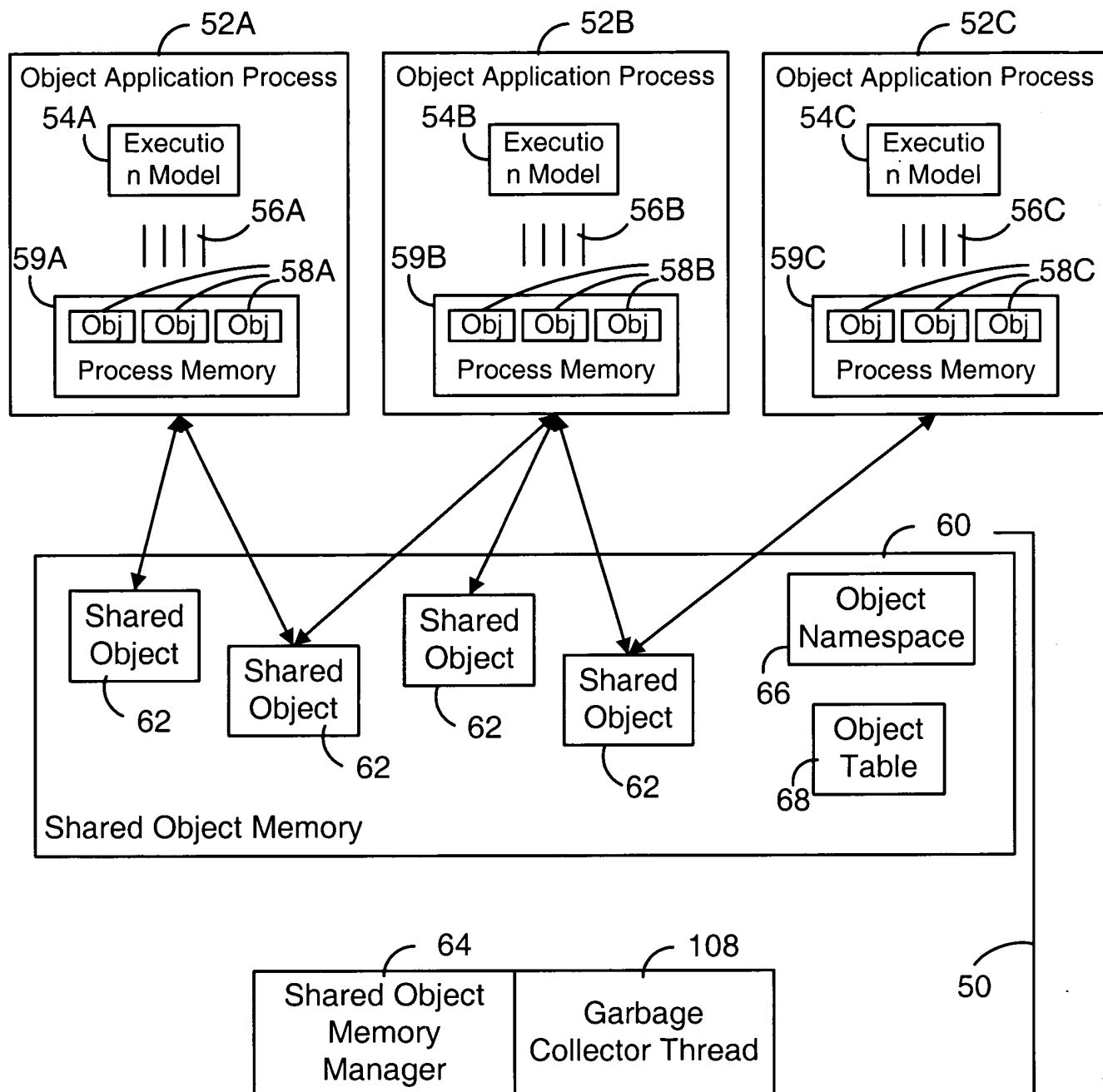


Fig. 3

